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CoCo Cookbook

RSDOS - 32K

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N E W S R E L E A S E

Computerware® introduces CoCo Cookbook on disk for the Radio Shack Color Computer.

Finally, the one program that thousands of computers have been justified with: a real recipe filer!! But CoCo Cookbook goes much further than a recipe index. It is a true free-format data base system. You don't have to be a computer widow to appreciate the power of this system.

But let's assume you really are going to store recipes. The CoCo Cookbook is designed to store and retrieve a large number of recipes, up to 270 on a single disk, using a sophisticated compression technique. And each recipe can use up to 3040 characters, including title, ingredients, and instructions. Remember, all of this is in easy-to-enter "free form"! Each recipe can be accessed by title, number, or a special keyword search. This search scans the entire database for occurrences of your keyword in the title of each entry. So you can find any recipe using chicken or cheese. The recipes can be listed on the screen or printer. We've even included 50 recipes to start your collection!

Now let's assume you don't want to store recipes, but instead want to index book reviews, or real estate descriptions, or magazine articles or whatever. Ignore the words recipe, ingredients, and instructions. Now just enter whatever data you want to store in the handy "free form" format! And retrieve it by title, number, or keyword again. This product will be enjoyed by the cook of the family and the other computerists as well!

CoCo Cookbook costs only \$27.95 (plus \$2 shipping) and requires 32K of memory and a single disk drive. It is available from Computerware® dealers or directly from Computerware® at Box 668, 4403 Manchester Ave., Suite 103, Encinitas, Ca. 92024, (619)-436-3512.

INTRODUCTION:

Computerware® is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. NOT TRUE!!

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware®

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If this product should fail to load during the first 90 days of use, simply return the ORIGINAL disk along with a copy of the receipt for a free replacement. If this program fails to load after the 90 day warranty, just send your ORIGINAL disk along with \$8.00 (to cover shipping and handling) to Computerware® and we will repair or replace it at our option.

The CoCo Cookbook™ V2.0
by Norman Manchevsky

The CoCo Cookbook™ is a program designed to store and retrieve recipes. To use it, you will need a Color Computer with 32K of memory and at least one disk drive. A printer may be used, but is not necessary. Up to 269 recipes may be stored on a single disk. Once stored, they can be recalled by recipe number or through a keyword search. That is, you can either enter the number associated with the recipe, or if you don't know the number, you can enter a word such as 'CHOCOLATE' and find all your favorite candy recipes. This program is written in Extended BASIC with many calls to assembly language subroutines for additional speed and reliability.

The CoCo Cookbook™ is really just a free-form database manager that has been optimized for the storage of recipe type information. You could, however, use it to store ANY type of text. For example, you could keep notes for a research paper and then print them out by subject when you start the first draft. The only limit is your imagination!

GETTING STARTED

Before you start to use the CoCo Cookbook™, you MUST make a BACKUP copy of the supplied diskette. You will need the original disk later to make additional recipe disks. Put the original disk in a safe place and use the backup copy for your work.

To use the CoCo Cookbook™, put the backup disk in drive #0 and enter RUN"COOKBOOK. In a few moments, the Main Menu will be displayed.

THE MAIN MENU

The Main Menu displays the 8 options that you can take. These are:

- A - Add new recipe
- C - Change existing recipe
- T - Change title
- D - Delete recipe
- F - Find recipe
- L - List all recipes
- K - Copy Recipe
- E - End program

A blinking cursor indicates that the program is waiting for you to choose. Press the single character corresponding to the desired option. It is not necessary to press the ENTER key.

OPTION A - ADDING RECIPES

Upon pressing 'A' at the Main Menu, the words RECIPE NUMBER - XXX will be displayed. The XXX is a number from 1 to 269 that is assigned by the computer to each recipe. Just below the recipe number you will see the flashing cursor waiting for you to enter the TITLE of the new recipe.

Type up to 45 characters and press the ENTER key. The title you enter will be used later when searching for recipes so it will be worth your effort to make it as descriptive as possible. For example, the title:

'CHOCOLATE SOUFFLE, COLD DESERT'

will allow you to find this recipe by searching for either 'CHOCOLATE' or 'COLD DESERT'.

Once you have entered the title, you will be asked to enter the recipe. Typically, the first thing to be entered is the list of ingredients, however, this is not required. Just type the recipe in as you want it to appear. You will notice that words that would have normally wrapped from one line to the next are automatically moved to the next line intact. The only limitation you need to observe is that the recipe may only have 3040 total characters. If you finish before typing the 3040th character, simply press the SHIFT and CLEAR keys together. You will be asked if you want to save the recipe as entered or return and continue entering it.

If you reach the 3040th character before the end of the recipe, everything you have entered up to that point will be automatically written to the disk. You can then complete the recipe in one of two ways. If you were almost finished when the recipe was written to the disk, you can rewrite parts of it to compress the total length to fit in the 3040 character limit. Make the changes using the C)hange option from the Main Menu. If you don't want to compress your recipe, or if there is a lot more to enter, you can delete the last line of the recipe and replace it with a message such as 'CONTINUED IN RECIPE #XXX'. Now just use the A)dd option and continue your long recipe in the next space.

If you make a mistake while entering the recipe, you can use the left-arrow key to back up and fix it. If you don't notice a mistake until after you have finished entering the recipe, you can use the C)hange recipe option (from the Main Menu) to fix it. The same holds true for the Title, except that you need to use the T) option to fix a title.

Recipes may contain upper and lower case letters, however, it is recommended that you use only upper case for titles. This will help when searching for specific recipes since the words 'CHICKEN' and 'Chicken' are very different to the computer.

When you have used up all of the 269 spaces in the title area, you will be informed of the problem and asked if you want to search for open spaces (created when recipes are deleted). If you do not answer 'Y'es, you will not be allowed to add any more recipes to this disk. If you answer 'Y'es, your recipe will be assigned the first unused recipe number. If there are not any open spaces, then you will not be allowed to add any more recipes to this disk. You should then take a look at the section titled 'Creating New Recipe Disks'.

If the recipe file appears to be full, you will be given the opportunity to reformat the data on the disk. This will move all active recipes down and put as much space as possible at the end of the file. If no recipes have been deleted and the file is full, no more recipes can be put on the disk and you should start a new disk. Note: depending on the number of empty spaces on the disk, the reformat process may take as long as 13 minutes. DO NOT TRY TO STOP THE REFORMATTING PROCESS. If you do, your data will almost surely be ruined.

OPTION C - CHANGING RECIPES

In order to change a recipe, you must know it's recipe number. Upon pressing 'C' at the Main Menu, you will be asked for the number of the recipe to change. If you enter a valid number, the title will be displayed and you will be put into the edit mode. While in the edit mode, the following commands are recognized: (Just press the key between the " ".) BASIC programmers will find these familiar as they are very close to the line editing functions of Extended BASIC.

"SPACE" will move you through the recipe by displaying an additional character from the recipe text.

"C"hange - will allow the entry of one character to replace the character in the recipe text immediately in front of the blinking cursor.

"D"elete - will delete the next character from the recipe text.

You may type a number from 1 to 127 before any of the above commands to execute multiples of the command. For example:

```
12'SPACE' moves and displays 12 characters
26'D'      deletes 26 characters
4'C'       allows for changing 4 characters
```

"I"nsert - allows for the insertion of characters. All characters entered after "I" will be inserted into the text. To end the insert mode, enter "SHIFT up arrow"

"L"ist - will display the entire recipe and move the cursor to the end of the text. This is the equivalent of entering enough "SPACES" to take you to the end of the record.

"H"ack - will delete all the characters following the blinking cursor and then put you into the Insert mode. This is the same as entering enough "D"'s to take you to the end of the record, followed by an "I"

"X" is a combination of "L" and "I". The balance of the recipe is displayed without any changes and you are then put into the Insert mode.

"SHIFT CLEAR" indicates that you have finished editing and the recipe should be written back to the disk with any changes you have made. At this point, you will be given the option to return to the editing mode or write the recipe to disk. If you enter "Y" the computer will update the recipe and end the edit process, returning you to the main menu. There may be a 2-3 second hesitation for compression before the recipe is written to the disk. If you enter "N" the program will return to the edit mode so you may make additional changes.

Back space (the left arrow key) can be entered at any point in the edit process and it functions normally. It is not possible to back space from the recipe into the title area. See the next option to change the title.

OPTION T - CHANGING RECIPE TITLE

As with changing a recipe, to change a title, you must know the number of the recipe. After entering this number, the old title will be displayed and you will be asked to enter the new title. Type the new title as you want it to appear and press ENTER.

OPTION D - DELETING A RECIPE

As with options 'C' and 'T', you will need to enter the number of the recipe to delete. If the number you enter is valid, the title will be displayed and you will be asked if it is OK to delete this recipe. Make sure this is really the one you want to delete because once deleted, a recipe cannot be restored.

OPTION F - FINDING AND DISPLAYING RECIPES

Recipes can be located by either entering the appropriate recipe number, or by searching for a specific word or words in the title. Upon pressing 'F' at the Main Menu, you will be asked to enter the recipe number. If, at this point, you simply press ENTER, you will be asked for the keyword(s) to search for. Choose your keywords carefully. 'CHOCOLATE', for example would find 'COOKIES, CHOCOLATE CHIP', 'CHOCOLATE CAKE', 'CHOCOLATE SOUFFLE', etc. The keyword 'COOKIES, CHOCOLATE' will find only the cookie recipe. If the recipe number or keyword you enter is not found, you will be returned to the Main Menu.

The "CoCo Cookbook"

If the recipe number or keyword that you entered is found, you will see the title of the first recipe and be asked:

(S)CREEN, (P)RINTER, (B)YPASS, (Q)UIT OR (A)UTO

By selecting 'S' or 'P', you can display the next recipe on the screen or printer. If you press 'B', the program will skip this recipe. If you are using a keyword search, the program will look for the next match. If you used a recipe number search you will be returned to the Main Menu. 'Q' will always return you to the Main Menu.

If you press the 'A' key, you will be given the option of screen or printer output. If you are using a keyword search, all recipes matching your keyword will be displayed without further user input. This is how you would print all recipes that are 'DESERT's to the printer, for example. In a recipe number search the 'A'uto function works the same as either 'S' or 'P'.

To get a complete list of your recipes, search for a keyword such as SPACE that is in every one of your titles. When the first recipe is displayed, select the Auto function and watch as all your recipes are displayed or printed.

OPTION L - LISTING RECIPES

The 'L' option from the Main Menu will allow you to print a list of all recipe titles with their corresponding recipe numbers. Two options are provided, Alphabetic Sequence and Numeric Sequence. Alphabetic sequence sorts all active recipes in alphabetic sequence by title. Numeric sequence sorts all active recipes by recipe number. You will be asked if you want the listing sent to the printer or the screen. Press 'Y' for printer output.

OPTION K - COPYING RECIPES

If you have two or more disk drives, the K option will allow you to copy specified recipes from your master disk to another CoCo Cookbook recipe disk. After pressing 'K' at the Main Menu, you will be asked to identify the destination drive. Since your master diskette is in drive 0, your choices are 1, 2 or 3. The disk you are going to copy to must be a CoCo Cookbook disk. It can have recipes on it already or it can be a freshly initialized disk using the * command.

Next, the system will ask you for the recipe to copy or a keyword to use. This is the same as the 'F' option where you get to enter a specific recipe number or a keyword to specify a group of recipes. Finally, you will be asked if you want the list of copied recipes printed on the (S)creen or the (P)rinter. At this point, all the recipes you selected will be copied onto the destination disk. You can stop the copying process at any time by pressing and holding the CLEAR key down.

OPTION E - ENDING THE RUN

Selecting this option will result in the prompt OK TO END PROGRAM - Y/N. If you enter 'N' you will be returned to the main menu. Entry of 'Y' will close all disk files and terminate the run.

IMPORTANT!

Please do not try to exit the program in any other way than with the 'E'nd option from the Main Menu. If you do, you may lose some of your data.

CREATING NEW RECIPE DISKS

You will want to start a new CoCo Cookbook disk when your original disk is full. You may also want to create separate disks for different categories of recipes such as Deserts, Meats, Vegetables, etc.

To make a working Cookbook disk, you will first need to make a BACKUP copy of the original disk. Pages 13 - 14 of your Color Computer Disk System manual describes this procedure if you are not familiar with it. Once you have as many backup copies as you need, put the original disk away again.

Now, put one of the backup copies of the Cookbook disk in drive #0 and type RUN"COOKBOOK. When the program gets to the Main Menu, press the '*' key. The program will ask you if you are sure you want to initialize this disk. Press 'Y' and the existing recipes will be removed. You now have a working Cookbook disk with no recipes on it. NOTE: When there are no recipes in the file, the only options you will have in the Main Menu will be (A)dd recipes and (E)nd. As soon as you enter a recipe, the rest of the options will return.

NOTES FOR ADVANCED USERS

APPENDIX A - DISK FILE STRUCTURE

There are five files contained on the RECIPE diskette. These are:

COOKBOOK/BAS
CB*****/BAS
TS*****/BAS
INDEX/DAT
RECIPES/DAT

COOKBOOK/BAS is the loader program. It calls CB*****/BAS, which is the main program and contains an embedded machine code program. Machine code is used for most input and edit functions as well as for many record manipulation functions.

TS*****/BAS is called by CB*****/BAS and is used to provide a recipe list in alphabetic sorted order. When it is done, it returns control to CB*****/BAS again.

INDEX/DAT is a short file containing up to 270 records, each of which is 51 characters long. The structure of each record is:

recipe #	2 digits
start location	4 digits
end location	4 digits
title	45 characters
modifier	1 character

The first three fields are compressed into a five byte binary number and the last field is used as part of the recipe number.

Record 1 of the index file is a pointer which identifies the next available recipe number and the next available spot to store data in the RECIPES/DAT file. Its structure is as follows:

Number	000
Next record	4 digits 0 - 269
Next available spot	4 digits 0 - 7491

Deleted records on the index file have the first three digits zeroed.

RECIPES/DAT is the file in which the bulk of the recipe is stored. In fact it holds the complete recipe except for the title which is stored in the "INDEX/DAT". A recipe is stored in a number of contiguous records in RECIPES/DAT. Each of these records is 16 bytes long. On input the program assembles the full recipe into one memory block, compresses it as described in Appendix C and then breaks it into 16 character records. After these have been written to the disk, the index record for the recipe is updated with the start and end "recipe record number" and finally the first index record is updated with the next available "recipe number" and "recipe record number".

When the file of recipes (RECIPES/DAT) appears full this may indeed not be the case. This is a result of the following:

- deleted recipes have their index records flagged as deleted their RECIPES/DAT records are not immediately re-used.
- During the "change recipe" routine, if the new recipe is longer than the original, the original recipe is deleted from its current spot and the amended recipe added on to the end of the file. The original spot is not immediately reused.

When an attempt is made to add a recipe to a file which appears full, a "REFORMAT" is offered. Depending on the number of unused records, this can take up to 13 minutes to complete. It results in a compressed file with all indexes updated and all blank "RECIPES/DAT" records at the end of the file. A listing of all active recipes with their respective pointers is produced during this reformat. Similarly when the file of index records appears full, a search takes place for any unused index record and these will be re-allocated.

APPENDIX B - COMPRESSION

Embedded in the machine code portion of the program are two tables each of 126 keywords. These words which are common to many recipes are listed alphabetically below. Prior to writing away a new or amended recipe, any occurrence of any of the keywords is searched for and the keyword encoded as a one character or two character code. This process substantially reduces the amount of storage required for recipes on the diskette and consequently allows for the storage of more individual recipes. The process is reversed on input of a recipe for printing, displaying or changing.

ALPHABETIC LIST OF KEYWORDS

ABOUT	ADD	ADJUST	ALL
ALLOW	ALUMINUM	AND	ANOTHER
ANY	ARRANGE	ASIDE	ASPARAGUS
AVOCADO			
BAKE	BAKING	BASIL	BASTE
BASTING	BAY	BEAT	BEFORE
BETWEEN	BLACK	BLEND	BOIL
BOWL	BRING	BROWN	BUT
BUTTER			
CASSEROLE	CHICKEN	CHOCOLATE	CHOP
CINNAMON	CLOVE	COLD	COMBINE
CONSTANTLY	COOK	COOL	COVER
CUP	CURRY	CUT	
DECORATE	DEEP	DEGREE	DISH
DOUGH	DOWN	DRAIN	DRIED
EACH	EGG	EXCEPT	EXCESS
FEW	FINELY	FIRST	FOOD
FRY			
GARLIC	GINGER	GRATE	GRILL
GROUND			
HALF	HEAT	HEAVY	HIGH
HOT	HOUR		
INCH	INCHES	ING	INGREDIENT
JUICE			
KEEP	KETCHUP		
LAMB	LARGE	LAYER	LEAF
LEAST	LEAVES	LEMON	LID
LOW	LOWER	LUKEWARM	

ALPHABETIC LIST OF KEYWORDS (Cont.)

MAKE	MARINADE	MARINATE	MEAT
MEDIUM	MELT	MELTED	MIDDLE
MILK	MINUTE	MIX	MIXTURE
MODERATE	MOTOR	MUSHROOM	MUSTARD
NECESSARY	NOT	NOTE	NUT
OCCASIONALLY	OFF	OFTEN	OIL
OLIVE	ONE	ONION	OREGANO
OUNCE	OVERNIGHT		
PAN	PAPER	PARSLEY	PASTRY
PEEL	PEPPER	PINEAPPLE	PLACE
PLATTER	PORK	POT	POTATO
POUR	POWDER	PREHEAT	PREPARE
PREVENT	PROCESS	PROCESSOR	
QUICKLY			
RACK	READY	REDUCE	REFRIGERATE
REFRIGERATOR	REMAIN	REMAINING	REPEAT
REPLACE	RESERVE	REST	RETURN
RICE	ROAST		
SALT	SAUCE	SAUCEPAN	SAUTE
SCRAPE	SEASON	SECOND	SEPERATE
SERVE	SERVING	SET	SEVERAL
SHALLOW	SHARING	SHELF	SHERRY
SIDE	SIMMER	SKEWER	SKILLET
SLICE	SLOW	SOFT	SOYA
SPOON	SPREAD	SPRINKLE	STAINLESS
STEAK	STEEL	STIR	STOCK
STOVE	STREAM	SUGAR	SYRUP
TABLESPOON	TASTE	TEASPOON	TEMPERATURE
THE	THEN	THICK	THIN
THIS	THYME	TOMATO	TOP
TRANSFER	TWO		
UNCOVER	UNTIL	USE	USING
VANILLA	VEAL	VEGETABLE	VERY
VINEGAR			
WARM	WATER	WHEN	WHISK
WHITE	WINE	WING	WOODEN
WORCESTER			
YOLK			

CoCo Cookbook

Requires 32K and disk.

- Store & retrieve a large number of recipes.
- Up to 270 recipes on a single disk using a special compression technique.
- Up to 3040 characters per recipe including title, ingredients & instructions—all in "free form" format.
- Access each recipe by title, number or special keyword search.



- recipes included.
- List on the screen or printer.

FUN & GAMES

Junior's Revenge
Colorbowl Football
The Classics
Rail Runner
Shark Treasure
Nerble Force

Time Patrol
Moon Hopper
Pac Attack
Doodle Bug
Megapede
El Diablero

Hyper Zone
Bloc Head
Starship Chameleon
Gran Prix
Storm!

HOME & WORK

Flexi Filer
Synther 7
Color Data Organizer
3-D Drawing Board
64K Screen Expander

Versa Mail
Address Factory
Finance
Semi Draw

Synther 77
Home Money Manager
Scribe Word Processor
Color Connection

PROGRAMMING TOOLS

Macro Assembler
Disk Utilities
Color Editor
Diagnostics

The Sourcerer
PASCAL
Color Monitor
Random BASIC

Color Basic Compiler
OS-9 Utilities
Color Assembler

SERIOUS BUSINESS

General Ledger
Correspondence
Check Ledger

Inventory Control
Payroll

Accts. Payable
Accts. Receivable

and MORE!

Printers
Disk Systems

Video Plus
Bio Detector

Memory Expansions
Books



**Authorship
Program**

Authors who want
to turn software
into cash & see their
work on 6809 com-
puters all over the
world should apply
for our attractive
Authorship
Program!



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